



# BASKETBALL RULEBOOK



## FORWARD

*The Athletic Division of the Cincinnati Recreation Commission has prepared this rulebook to clarify the governing rules and procedures of the 2004 Basketball Season. Please take the time to read this information. The CRC Basketball Sports Supervisor is responsible for the organization and control of the Basketball Program. He will enforce all rules set forth and will expect managers and team members to follow procedures as outlined in this rulebook. All league decisions and rule interpretations by the CRC Sports Supervisor are final.*

### **INJURY PREVENTION**

All participants must be aware that some risks are involved when actively participating in physical programs. If you are pregnant, have a disability or are not positive that you are physically fit to participate in an active sport please consult your physician.

### **AGE REQUIREMENT**

All participants in the CRC Adult Basketball Program must be 18 years of age by the start of the season.

### **LEAGUE STRUCTURE**

The Cincinnati Recreation Commission Basketball Program is divided into seven classifications. Following are the descriptions of these classifications.

**RECREATIONAL** – Teams/players with a mixture of experience. These teams are not seeking a high level of competition, but are not considered novice. Although most recreational teams have experienced players, they should not be dominated by former college players.

**CORPORATE** –All team's players must be employees of the same company they represent.

**LAWYERS & ACCOUNTANTS** – All team's players must be employees of the legal or accounting firm they represent.

### **AGES 35 & OVER/RECREATIONAL**

### **SENIORS – AGE 50 & OVER**

**COMPETITIVE** – Teams seeking a very high level of competition.

**CHURCH/RECREATIONAL** –All team's players must be members of the church they represent. Please note that if the Church, Corporate, Lawyers & Accountants do not completely fill during priority registration they will be made available to other teams.

### **PRIORITY REGISTRATION**

Priority registration is determined year to year by the manager of the team regardless of the sponsor or players. The manager is the key in all of our programs.

Considerations for being a priority team are:

- a) If the team splits and several players form a new team the original manager has priority as the old team. The players who formed the second team become a new team.
- b) If the team splits and several players and the sponsor form a team, that team is a new team. The original manager has priority as the old team.
- c) If the manager leaves the sport, the alternate will assume the position of manager for the old team and have priority in registration.
- d) If the old manager leaves the sport and there is no alternate or the alternate also quits, the first person that registers the team name becomes the manager of the old team and will have priority in registration. Any and all other players will enter teams as new teams.

### **OFFICIAL'S FEE**

**An official's fee of \$25 per team per game must be paid in cash on the court before the start of each game.** Each team is responsible for paying one official. Any team forfeiting a game must contact the Athletic division the next business day to pay the \$50 forfeit fee. The winning team in a forfeit game is not required to pay the \$25 official's fee.

### **TOURNAMENT ENTRY FEE**

A single elimination tournament will be held at the conclusion of the season. Officials are paid \$25 in cash on the court before each game.

### **LEAGUE RULES AND GUIDELINES**

*Current Ohio High School Athletic Association (OHSAA) Rules will apply unless amended by CRC rules in this rule book.*

- a. Defenders may move into the lane after the ball has been released. The block will be given to the shooting team.
- b. A team may start a game with four players.
- c. If uniforms are not correct at the start of the game (jump ball) the offending team will be penalized with a technical foul (bench). This is an indirect technical foul.
- d. Foul Shots. On and after seven team fours, the bonus shot is in effect.
- e. Fouls. Players are removed from the game on the 5<sup>th</sup> personal foul. Players are ejected/disqualified after 2 technical fouls. Any player/coach/fan ejected 2 times during the same season will be automatically suspended for the remainder of the season.
- f. Three Point Play. The 3 point play is in effect where lines exist.
- g. Timing.
  - There will be 2-20 minute halves with the clock running. The last minute of each half will be stop and go.
  - Each team is allowed 2 time-outs of 1 minute each per half with the clock stopped. If a team does not take advantage of its allotted time-outs in the 1<sup>st</sup> half, it forfeits these time-outs and cannot use them in the 2<sup>nd</sup> half. Each team is allowed 1 additional time-out per 2-minute overtime period (no carry over).
  - Intermission at half-time will be 5 minutes. There will be a 1 minute intermission between a regulation game and overtime. Overtime periods are 2 minutes.

### **MANAGER'S RESPONSIBILITIES**

- a. Team managers must have full control of their players at all times while on CRC property.
- b. It is the manager's responsibility to take the initiative to obtain league information (deadlines, tournament information, awards, etc.).
- c. Each manager must have a copy of the completed roster (players are not required to sign the roster), the CRC Basketball Rulebook and the league schedule at each game. If a league rule is disputed, the official must be shown the CRC rule or he/she will not be held responsible for the enforcement of that rule.
- d. Inform all players listed on the roster that by placing their name on the roster they understand and agree with the release statement on the roster.
- e. Each manager must sign (signature) the roster. The roster is not official until the manager signs it.
- f. Score sheets must be filled out completely. Please list the date, time, site, and division. Team managers should print the team name, uniform color, **each player's first and last name, and each player's uniform number**. Individual scoring will not be kept. Player fouls should be identified by halves - first half use a slash (/), second half use an (x). The referees, scorer and the clock operator must all sign in the box that is located at the upper right side of the score sheet. The score sheet is official. Scores will be kept on the clock only. Fouls, time outs and technical fouls only will be kept on the score sheet.

- g. Managers are responsible for calling in, faxing or e-mailing the game results to the CRC Athletic Office by noon the next business day following the game. The Score Hotline is available 24/7 at 352-1620. The CRC Athletic Division Fax number is 352-1605. Scores can also be e-mailed to [Jamie.lambert@cincinnati-oh.gov](mailto:Jamie.lambert@cincinnati-oh.gov).
- h. Notify CRC Sports Supervisor if any official is absent, late or offensive. Notify CRC Sports Supervisor if scorer/timer is late, absent or offensive.
- i. Make sure every player on their team is properly uniformed and not wearing any equipment that may be dangerous to themselves or another player.
- j. **CHILDREN IN THE GYM.** If it is necessary for any of your teammates to bring children to your game, we ask that the responsible parties supervise them. Children playing along the sidelines can only hamper play and will subject them to the possibility of injury. Game officials have been instructed to stop play (game clock continues to run) and ask for the responsible parties to intervene if disorderly behavior occurs. If play is delayed, the official may call a "delay of game" penalty towards the responsible team. Please remember that this is an adult program- only bring children when necessary or when there is a responsible adult who is not a team player to supervise them. Most facilities do not offer childcare. Your cooperation in this matter is greatly appreciated.
- k. **INFORM PLAYERS THAT EXCESSIVE PROFANITY WILL NOT BE TOLERATED. (WARNING THEN EJECTION).**
- l. ***Make sure all players are properly uniformed prior to the start of the game. The manager will receive an indirect technical foul if any of the team players are not properly uniformed (see players' equipment section) at game time.***

#### **FOOD, DRINK AND ALCOHOLIC BEVERAGES**

No food or drink is allowed in Cincinnati Recreation Commission or Board of Education gyms. It is a City of Cincinnati Ordinance (#202-5) that alcoholic beverages may not be consumed on Cincinnati Recreation Commission or Board of Education Property. ***Team Managers: It is your responsibility to see that no alcoholic beverages are consumed on Cincinnati Recreation Commission or Board of Education property! You are responsible for your team and your spectators!***

#### **EQUIPMENT**

***The "home team" shall provide a regulation leather basketball. All player jerseys on a team must be alike.*** All team jerseys must be the same color. Jersey colors for each team are indicated on the league schedule. In case of a color conflict, the **Home Team** is responsible for changing uniforms, wearing pinnies or having an alternate set of same colored shirts (on the second set numbers are not required). This rule does not apply if the visiting team failed to notify CRC of their uniform color before the schedule was printed. In this case, the visiting team is responsible for a change in uniform. All jerseys must be permanently numbered. Taped or penciled-on numbers are not acceptable. Switching of jerseys is not permitted during the game. No duplicate numbers may be used. No equipment, which may be dangerous to another player, may be worn. This includes rings, earrings and necklaces. For any infringement of the player equipment rules, the player shall be sent off the court to adjust his/her equipment and shall not return without first reporting to the scorekeeper's table.

#### **ROSTERS**

- a. ***All team rosters must be on file at the CRC Athletic Office by 4:00 p.m. on the day of the 1st played game.*** If the roster is mailed or faxed, it is the responsibility of the team manager to call and confirm CRC's receipt of the roster to protect the eligibility of the team and/or a player.
- b. Rosters are limited to 15 players. All players must be 18 years old or older in order to participate.
- c. Players may be added or released from a roster by using the appropriate player addition/release form. ***Teams may add or release players prior to the fifth played game.*** No new player will be allowed to participate in a game until he/she has been properly added to the player roster and it is on file with the CRC Athletic Office. A player may release himself/ herself from a team without the manager's signature if this procedure is followed:
  - The player should notify his/her team manager.
  - The player should send the release form to the CRC Athletic Office for validation.
- d. An individual player may play on only 1 team per league, but may play in additional leagues.

- e. Players may play on only 1 team in the post-season tournament per league. In order to be eligible to participate in the tournament, they must be on that team's league roster.
- f. **Teams that have not submitted a roster to CRC Athletics may forfeit every game until the correct roster is on file.**
- g. If protested any team using an ineligible player shall forfeit every game in which the ineligible player participates.
- h. Any concerns/complaints about the quality of league referees should be submitted on the CRC web site under end of season evaluation. Simply go to our web site at [www.cincyrec.org](http://www.cincyrec.org) , click on basketball, click on end of season evaluation, click on form and follow the instructions.

### **GRACE PERIOD**

A five-minute grace period will be allowed when games are running as scheduled. If games are running behind schedule, there will be no grace period allowed and games must start immediately after a brief warm up period. After five minutes have run off the clock the team not in violation may forfeit **OR** after the five minute grace period, (If the opposing manager agrees), the official game clock will be started and elapsed time is game time from this point on. After 10 minutes have run off the official game clock (now a total of 15 minutes) the game is a forfeit.

### **FORFEITS**

***Any team failing to appear for 2 or more league games without just cause may be dropped from the league without refund of entry fee.*** This decision will rest with the CRC Sports Supervisor. Teams being dropped will be notified.

Teams that become aware they will need to forfeit a game during the season are asked to call the CRC Athletic Office in advance. It is common courtesy to notify the officials and the opposing team that your team cannot play. Forfeit fees (\$50) may be paid to the official at the gym site. Officials are required to provide you with a receipt. If forfeit fees are not paid within 48 hours, (fees can also be paid at the CRC office) the fee will be turned over for collection via our Financial Services Division.

### **CONDUCT**

All Cincinnati Recreation Commission and Board of Education rules and regulations must be observed at all times.

The CRC Athletic Division stresses sportsmanship and a family atmosphere at all sports leagues and events. Conduct detrimental to good sportsmanship includes, but is not limited to, taunting and dissent. The team manager or floor captain may occasionally question a call if done so in an appropriate manner. Continuous questioning is not acceptable. Dissent by word of mouth or gesture is considered misconduct and the offender should be cautioned for the offense.

Taunting can also be in the form of words or gestures; orchestrated celebrations can also be considered taunting. Persistent infringement (continually exhibiting unsportsmanlike behavior) of the characteristics of good sportsmanship shall be cause for disqualification. Any team causing a game to end early forfeits the game. Both teams may end up with a forfeit.

Excessive, dangerous or serious foul play. A player shall not participate in dangerous play that is an act an official considers likely to cause an injury to any player. This includes playing in such a manner which could cause injury to self or another player (opponent or teammates). It is imperative that dangerous and serious foul play is corrected immediately by the official.

### **EJECTIONS**

Penalty for any ejection from a game is an automatic one game suspension pending investigation of the officials' ejection report. The ejection form, properly submitted by the official, will then be acted on by the Sports Supervisor. If and only if necessary the Sports Supervisor will present the ejection report to a suspension committee comprised of two impartial members of the Basketball Advisory Committee. If committee members are not available, the Sports Supervisor and game officials will make the suspension decision. All final decisions are at the discretion of the Sports Supervisor for the betterment of the league.

Managers must contact CRC Athletic office by 4:30 p.m. the next business day following the game to contest an ejection.

CRC officials are instructed to have "no tolerance" with players who are abusive and/or threatening, or persisting in misconduct and/or unsportsmanlike behavior and/or violent conduct.

## **ZERO TOLERANCE POLICY**

Unsportsmanlike or abusive behavior by spectators, players or teams will not be tolerated. Individual and team penalties will be given by administrators of the program and will be based on the severity of the action(s). Their actions may directly affect the eligibility status of the team. Penalties for individuals and teams are not progressive. They include total elimination from participation, suspension and/or probation.

Ejection from a game carries an automatic 1 game suspension ***pending an investigation of the incident by the League Coordinator.*** **Ejection from 2 games requires a suspension for the remainder of the season or up to one year.**

Any player, coach or fan causing harm to an official in any manner will be suspended permanently from all CRC Adult Basketball league play and criminal charges may be pressed.

*At the discretion of the Sports Supervisor, more severe penalties may be required than those outlined above. Be competitive, play hard, play fair, have a good time and **“DON’T GET OUT OF CONTROL”**. The bottom line is **“IT’S JUST A GAME”** and always remember that everyone needs to go to work tomorrow!!!!*

## **REFEREES**

The Referee’s authority commences as soon as they enter the gym and ends when they leave the gym. Their decision on points of fact connected with the game shall be final.

The referees shall:

- a. Be high school certified or updating their high school certification.
- b. Enforce the rules of the game, and if necessary, take necessary steps to control the “tempo” of the game.
- c. Have discretionary power to stop the game for any infringement of the rules and to suspend or terminate the game whenever, by reason of interference by spectators or other causes, they deem such action necessary.
- d. Stop the game if, in their opinion, a player has been seriously injured. They will then have the player safely removed from the court as soon as possible and immediately resume the game. ***If player cannot be safely moved, they will not move the player.***
- e. Not offer any assistance to injured players. Teams are responsible for the care of their players.
- f. Send temporarily from the court any player who in the referee’s opinion is guilty of:
  - Violent conduct or serious foul play. If conduct is excessive it will be cause for immediate ejection.
  - The use of foul or abusive language or taunting.
  - Persistent misconduct after having received a caution will be cause for game ejection.
- g. Report suspensions to the CRC Sports Supervisor the following working day. All ejections must be reported to the Athletic Office by 12:00 pm the next business day.
- h. Sign the box that is located in the upper right corner of the score sheet at conclusion of game.

## **PROTESTS**

All protests other than player eligibility must be submitted in writing to the CRC Athletic Office by 4 p.m. the next working day following the game in question.

The referees, the CRC staff on location and the opposing team coach must be informed that a protest is being submitted and be given the reasons for the protest.

The protesting team must submit a written account of the protest, plus a check for \$50. **Only protests concerning rule interpretations will be accepted.** You may not protest judgment calls by the official.

The protest properly submitted will be presented to the CRC Sports Supervisor. If the Protest is honored, the \$50 will be returned and the game will be replayed from that point. If the protest is not upheld, the \$50 will be deposited in the CRC Basketball fund and the final game score will stand.

If there is a question of a team using an ineligible player, that player must submit a valid photo ID. Refusal to submit a valid photo ID will result in an automatic forfeit to the opposing team. **All player protests concerning eligibility must be lodged before the completion of the game.**

It is the right of every referee, clock operator or team manager to file written reports to the CRC Sports Supervisor on problems they encounter. Names are not privileged information – they must be given to the person making the report if requested. If the report is lengthy you may use the margins of the score sheet, attach another sheet to the score sheet or send in a report separately. In the case of suspensions or other serious problems it is advised that you notify the Athletic Office the following day.

#### **INJURIES/ACCIDENT REPORT**

In the event that a player is injured during a league or tournament game the team manager should report the accident to the CRC staff at the site, complete an accident report (obtained from the CRC Athletic web site or the Athletic Office) and promptly submit it to the Athletic Office. Each player is responsible for his/her own medical coverage.

#### **PARTICIPATION DUE TO INJURY, BLEEDING OR OPEN WOUND**

A player/substitute, manager, coach, trainer or other team member who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and/or the wound is covered. If treatment can be administered immediately the individual would not have to leave the game. The length of time that is considered reasonable is the referee's judgment. If there is an excessive amount of blood on the uniform, or if the bandage is blood soaked, in the judgment of the official the uniform/bandage must be changed before the individual may participate.

#### **AWARDS**

Teams that win their league will receive 1 sponsor award and T-shirts for the players on the team. Ties will be broken at the end of the season in the following manner:

- a. Head to head results.
- b. Points allowed against opponents. A forfeit will be scored as the average of points allowed against all teams during the season.
- c. Playoff game.

A maximum of 12 T-shirts will be presented to the league champions. Teams may purchase additional awards through the Athletic Division. All awards should be picked up by the designated date or they may be forfeited.

**CRC will forfeit all team awards for any team with no roster on file.**

**Tournament winners will receive 1 sponsor trophy only (no shirts).**

Thank you for playing CRC Basketball!

We hope that you have a very successful season!



**Cincinnati Recreation Commission**